PlayStation

NTSC U/C

playstation®

APE ESCAPE

EVERYONE

CONTENT RATED BY ESRB

SCUS-94423
94423

SONY COMPUTER ENTERTAINMENT®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation® game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

- This compact disc is intended for use only with the PlayStation® game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a heater or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB ratings, or to comment about the appropriateness of the rating, please contact ESRB at 1-800-771-3722.

APE ESCAPE™ TIPS AND HINTS

PlayStation® Hint Line

Hints for all games produced by SCEA are available:

Within the US: 1-900-933-SONY (1-900-933-7669)

$0.95 per minute auto hints, $1.40 per minute live, $6.95-$16.95 for tips by mail*, $5.00-$20.00 for card recharge.

Within Canada: 1-900-451-5757

$1.50 per minute for prerecorded information

For US callers, game counselors are available 8 a.m. - 5 p.m., M – F, Pacific Standard Time.
Automated support is available 24 hours a day, 7 days a week.

Live support for Canada is not available at this time.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support/Order Line 1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation® game console and its peripherals. Representatives are available Monday-Friday, 7 a.m. – 6 p.m. Pacific Standard Time.

PlayStation On-line – http://www.playstation.com

Our news is always hot! Visit our website and find out what's happening – new titles, new products and the latest information about the PlayStation® game console.

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MONKEY MAYHEM!

Spike, can you hear me?... It's Natalie!

You've warped through the Time Station and you're miles... actually centuries away. The good news is that the Professor's Time Station is a huge success!

The bad news is that you, Jake, and a wild band of mean monkeys are lost in the past!

I'm sorry we weren't able to explain what was going on in the lab before you were transported away but... we were "tied up!"

Anyway the Professor and I were about to test the Time Station, because it seemed like we were pretty close to making it work.

When all of a sudden, the door flew open and a gang of monkeys ran in and took control. They were all wearing the Peak Point Helmets that the Professor had created! Their leader is Specter, that sly little simian from the Amusement Park. Somehow he got hold of the Peak Point Helmet and his intelligence level is unbelievable!

While they were tying us up, I heard Specter ranting about changing history! He's going to make the monkeys the masters of the world, and put all the humans in the Amusement Park!

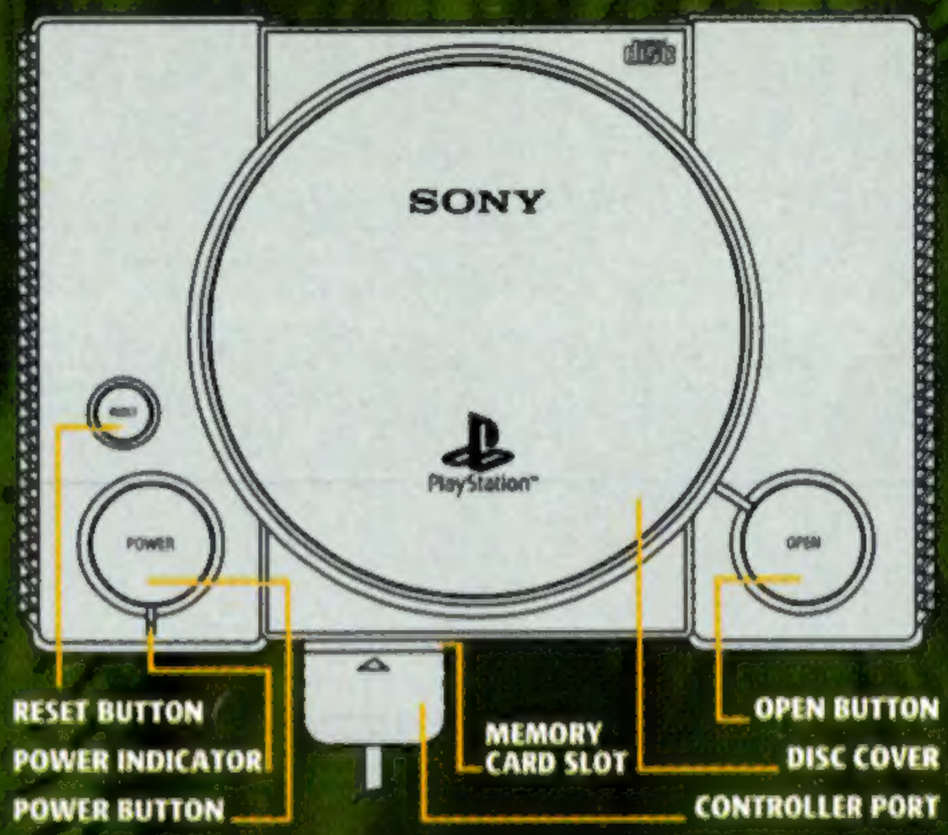
We need you to stop them. You're our only hope. But beware, with their helmets on, the monkeys are much smarter than you think.

The Professor's putting the final touches on some new Gadgets. We'll send those to you as quickly as possible. In the meantime, watch out for those apes!

GET GOIN'!

Set up your PlayStation® game console according to the instructions in the Instruction Manual. Make sure the power is OFF before inserting or removing a compact disc.

Insert the APE ESCAPE™ disc and close the disc cover. Insert a DUAL SHOCK™ analog controller and turn on the PlayStation® game console. Follow the on-screen instructions to start a game.



IMPORTANT:
THE DUAL SHOCK™ ANALOG CONTROLLER IS REQUIRED OR OTHER OFFICIAL PLAYSTATION BRAND OR LICENSED CONTROLLERS FEATURING THE "ANALOG CONTROL" ICON. ANALOG MODE ONLY. MAY NOT FUNCTION OR PERFORMANCE MAY VARY WITH OTHER CONTROLLERS.

We recommend using the DUAL SHOCK™ analog controller for the coolest monkeyshines.

MEMORY CARDS

To save game settings and progress, insert a Memory Card with at least 1 free block into Memory Card slot 1 of the PlayStation® game console before starting play. You can resume your saved games from the same card, or from any other Memory Card containing previously saved APE ESCAPE games.

Note - Memory Card slot 2 is not used.

STARTING A GAME

When you see the Title screen, press the START, ✕, ●, ■, or ▲ Button to start a NEW GAME. If you have a Memory Card inserted with saved games, pull the left stick back to LOAD GAME, press the START, ✕, ●, ■, or ▲ Button and use the Load/Save Game screen to continue play.

CONTROLLER ACTION!

The Professor's a genius. He invented a bunch of power-packed Gadgets, and your DUAL SHOCK™ analog controller is souped up to use them. It's really cool - both analog sticks work: the left stick operates your moves, and the right stick controls your Gadgets. That's more action any way you slice it!

It takes just a few run-throughs to get used to the controls. And to practice using the Gadgets, the Professor's Training Room in the Time Station is always open. You'll be a major ape-hunter in no time. We're counting on you!

Move Spike Tilt the left stick all the way in any direction to RUN. Tilt it slightly to WALK. Press and hold it down *(like a button)* to CROUCH, and push to CRAWL.

Use Gadgets Use the right stick to operate the Gadgets. Each one handles differently. *(See page 14.)*

Jump Press the R1 or R2 button to jump from a standing or moving position. Press twice to double-jump.

Climb/Swing Jump on a tree or overhead rail and use the left stick to climb, descend or swing hand-over-hand.

Gadgets Press the ▲, ✖, ■, or ● buttons to activate the different Gadgets, depending on which ones you have and how you configure the buttons.

Moveable Monkey Cam Press the L2 button to view your surroundings and search for apes at close range. The L2 button has an extra special ability when used with the Monkey Radar. Move the Monkey Cam with the left stick.

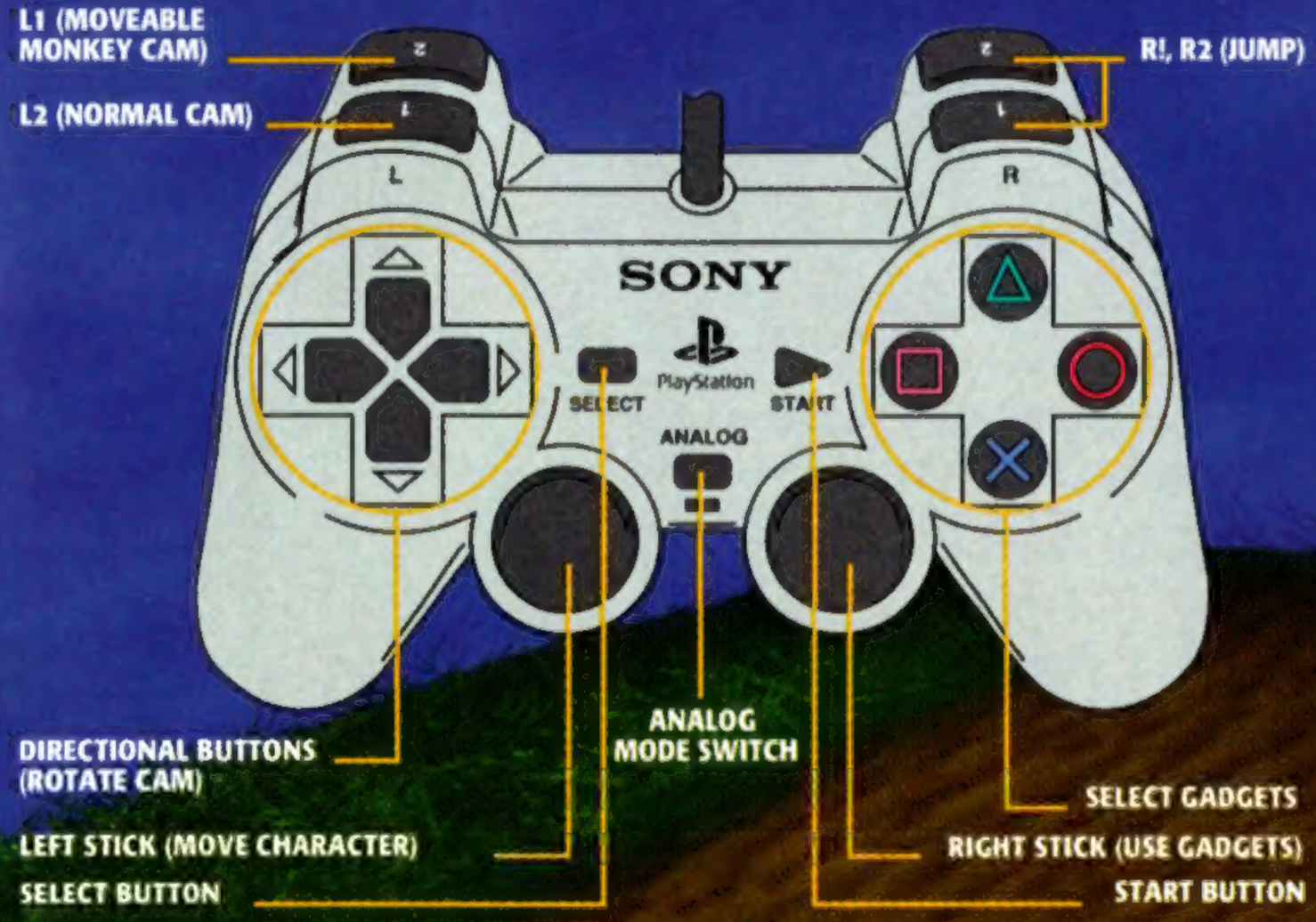
Normal Cam Press the L1 button to return to normal view *(behind Spike)*. The L2 button has a special ability when used with the Slingback Shooter.

Rotate Cam Press the Directional Buttons to move the camera in either Moveable Monkey Cam or Normal Cam modes.

MORE CONTROLLER FUNCTIONS

START	Bypass opening story.
	Accept options.
	Return from certain screens.
	Close Help screens.
	Display Pause Menu.
Left stick	Select options.
	Select next Stage.
▲ Button	Select GADGET from Pause Menu.
● Button	See STATUS from Pause Menu.
✖ Button	Select OPTION from Pause Menu/Advance through Help screens.
■ Button	EXIT back to Level Select Menu from Pause Menu.
✖, ● Button	Start selected stage from Level Select Menu.
■, ▲ Button	Return to Time Station from Level Select Menu.

Note - The buttons may have other functions. You'll always see which buttons to use while viewing any screen or menu.



THE GREAT APE HUNT

Spike, listen up! Specter and his apes are messing with the past. You've got to stop them, or something terrible may happen. Specter's already turning history into a mystery!

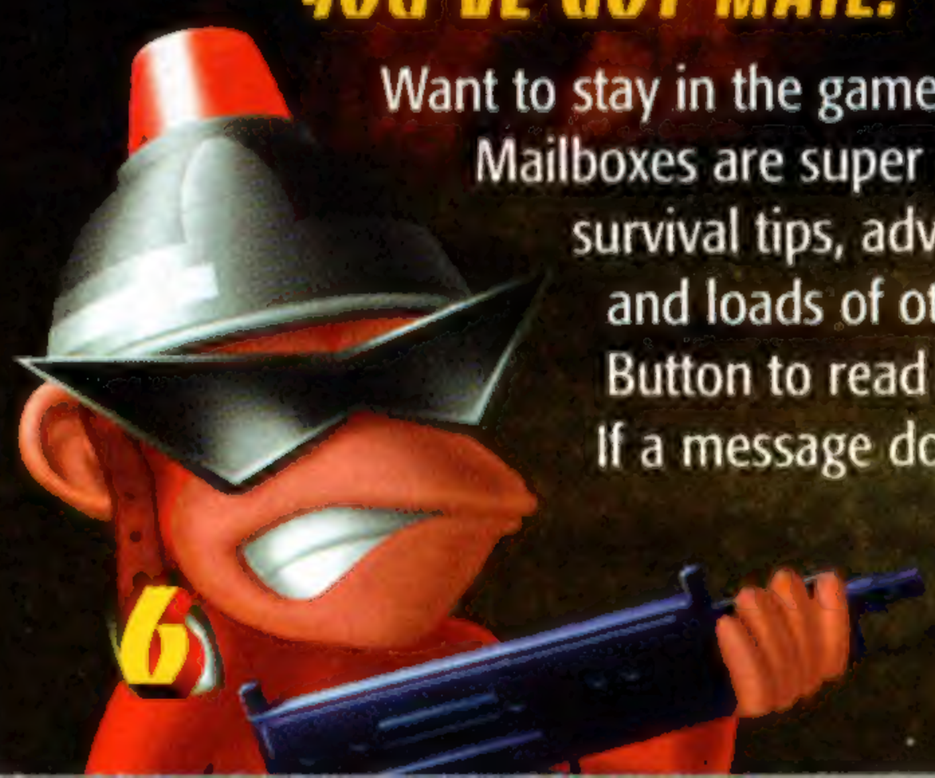
Swing the Stun Club that warped through time with you to knock down and stun the monkeys. Then flip to your Time Net to capture them and warp them back to the Time Station.

We'll send you other Gadgets as soon as we can. You'll be able to access up to four at a time. But remember, the Time Net is the only Gadget that snares monkeys. **Never give up the Time Net!**

STOP THE CHIMPS BEFORE THEY MAKE CHUMPS OUT OF THE HUMAN RACE!

The Professor will send you messages to help you, especially when you're entering new areas. Please listen carefully. He'll give you hints about surviving the unknown lands. You'll need this, and he'll often have news about what Specter is up to. With the Professor on your side, you're good to go!

YOU'VE GOT MAIL!



Want to stay in the game longer? Check out your mail. Mailboxes are super sources for Gadget instructions, survival tips, advance warnings, "how-to" hints, and loads of other information. Press the ✖ Button to read through an entire note. If a message doesn't appear when you approach a mailbox, swipe it with your Stun Club.

THE CLUE IN THE "HEADLIGHTS"

With their helmets on, the apes are much smarter than you think. They'll attack you with different weapons, just to keep from being caught.

The lights on the monkeys' helmets are indicators that let them know you're near... learn to read these giveaway "headlights" and you'll outsmart the ape escapees.

Blue They have no clue you're there. Ignorance is bliss. Approach with stealth, and make the nab! Try crawling toward the simple simian with your Time Net ready, or hide behind objects to remain invisible as long as possible.

Red They see you! They'll either attack or run away, or both. Avoid attacks, and chase the ones who run. If you're close, you have a good chance of netting them.

Yellow They sense your presence but don't know exactly where you are. Lay low for a bit until the light turns blue and then get 'em!

Flashing A helmet light flashes or changes color when they're hunting you or about to attack you.

GOT MONKEYS?

Before entering a stage, check Casi's WARNING message for the number of monkeys you MUST capture. Then watch the bottom right corner of the Status Window; each time you get a pillaging primate you'll see a tally. When you net the required number, you'll clear the stage. Get ready for the next one!

Note: Once cleared, it's OK to replay a stage and capture more monkeys while solving riddles you missed before - not to mention, it'll ruin Specter's day!

Sometimes you'll need a Gadget to get a monkey you've missed.

MESSING WITH TIME!

STATUS WINDOW

You're on the Status Window, Spike! That's where the action is. You get a cool fly-through first, to check out special areas. Try to remember what and where they are - these are good visual clues for clearing the stage.

Three displays always appear on the Status Window while you're messing with the monkeys:

Health Cookies – You lose one with each hit. Toss all your Cookies and you'll lose a life. That bites!

Gadget Buttons – Press a button to activate a Gadget. You've warped into time with the Stun Club and Time Net. More Gadgets will be sent as soon as they're ready, so your choices will increase. Button assignments are up to you *(by selecting GADGET from the Pause menu)*.

Cam Mode – Press the L2 Button to toggle between the Monkey Cam *(zoom in for close-up look)* and Normal Cam *(behind Spike)*. *Note:* The Monkey Cam works only in conjunction with the Monkey Radar.

Ape Count – Net a monkey and see the results. The nets cover the apes as you catch them, and the ape faces indicate the number you still need to catch.

Lives – You start with five lives. You lose one when all your Cookies crumble, or when you fall off a cliff *(be careful!)*. Lose all your lives and you're history!

MAN OF MANY MOVES

RUN/WALK

Push the left stick all the way in any direction to run. Tilt it slightly to walk.

CROUCH/CRAWL

Press and hold down the left stick *(like a button)* to crouch. While holding, push the stick in any direction to crawl.

JUMP

Press the R1 or R2 Button to jump from a standing or running position. Press either button twice to double-jump to higher places.

CLIMB/SWING

Jump on a tree or pole and use the left stick to climb and descend. Jump on an overhead rail and use the left stick to swing hand-over-hand.

FINDERS KEEPERS!

HEALTH COOKIES

Go completely ape to keep up your health. Knocking over pests, big and small, releases Health Cookies by the handful. Really tough stages may have "bottomless" cookie jars that spill Cookies whenever you club them.

Hint: Collecting more than five Cookies doesn't increase your health. Ignore pests when your Health Bar is full so you can collect Cookies from them later.

SPECTER COINS

Pay your way into the Mini Games. Collect 10, 20 or 40 Specter Coins and head for the Mini-Game Corner in the Time Station.
For more details, see page 16.

ENERGY CHIPS

The solid Gold Chip is worth 1, and the hollow Chip is worth 5. Collect 100 and add a Life. Chips are scattered in quite a few places, and also dropped by defeated pests.

Hint: Water doesn't hurt them, and some are lighter than air.

OTHER ITEMS

Flash and guided bullets for additional primate defeating power. There are other strange items you may come across. See if you can find out what they do.

CHECKING INVENTORY - AND MORE!

Health Bar

Cam Mode

Life Count

Ape Count
Remaining/Captured

Press the START Button to pause the monkey mayhem and check out your inventory. While on this menu, you can:

- *Press the ▲ Button to check out your Gadgets and change their button assignments.*
- *Press the ● Button to see your Status.*
- *Press the ✖ Button to set some game Options.*
- *Press the ■ Button to exit back to the Time Station.*

GADGET SCREEN

Select a Gadget by pressing the left stick, and then assign the Gadget by pressing a corresponding button *(▲, ●, ✖ or ■ only)*. On returning to the Status Window, press any one of the four buttons to activate the corresponding Gadget.

STATUS SCREEN

Check your standing in the current stage. You'll see the stage number and name, your ape count, best completion time in this game session, and Specter Coins collected/available.

OPTION SCREEN

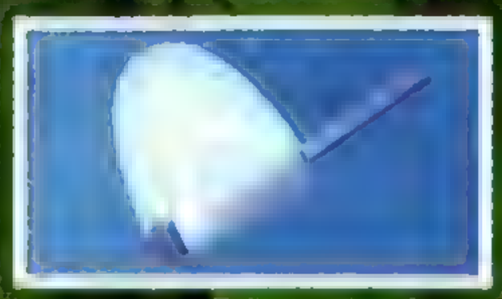
Move the left stick in the correct direction *(UP/DOWN to select options, LEFT/RIGHT to change settings)*.
Select DEFAULT SETTINGS and press the ▲, ●, ✖ or ■ Button to restore the original settings.

NABBERS, NETS AND KNOCKERS: USING THE GADGETS AND OTHER TOYS

STUN CLUB

Push the right stick toward an ape or other pest's to stun them.
Rotate the right stick to swing 360° to bowl them over.

TIME NET

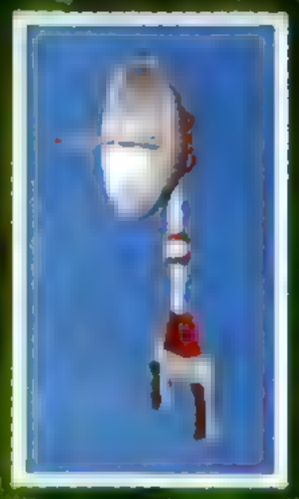


Push the right stick toward an ape to snare him in the net.
Rotate the right stick for a swinging snare.

WATER NET

To swim, push the left stick in any direction. Press it DOWN to dive; release to float up to the surface. Press the R1 Button to swim faster. Press the right stick DOWN *(like a button)* to shoot the net in the direction you're swimming.

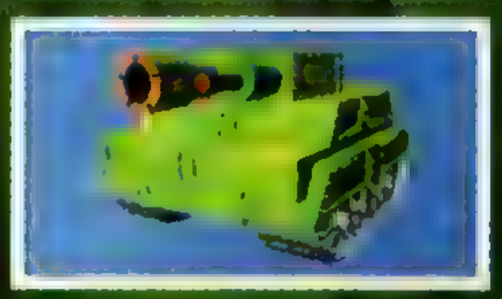
Hint: Watch your Oxygen Meter when underwater. Blue: you're fine. Yellow: you're running out. Red: danger - get to the surface fast - or you'll lose a life!



MONKEY RADAR

Rotate the right stick slowly to turn the Monkey Radar 360°. Listen for the sound change - a sure sign there's a monkey in that direction. Press the L2 Button to take a closer look. If an ape's nearby, you'll get a live video bio, including name, attributes, and a line on the little guy's personality.

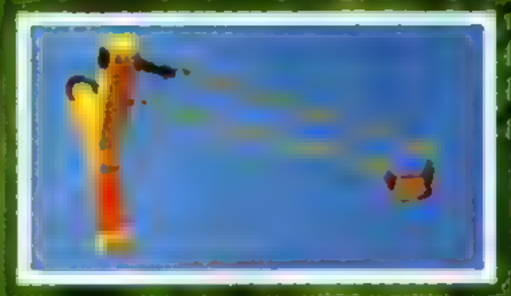
ROW BOAT AND TANK



Rotate the left and right sticks to operate the oars or the track (*for the Tank*), either separately or together. Watch out or you'll row and drive yourself in a circle!

SLINGBACK SHOOTER

Pull the right stick back or towards you to aim, and release the stick to shoot. Press the L2 Button to bring up a targeting sight. Press the right stick *(like a button)* to change the "shot" type *(look at the Status Window's center right to see how many rounds remain).*

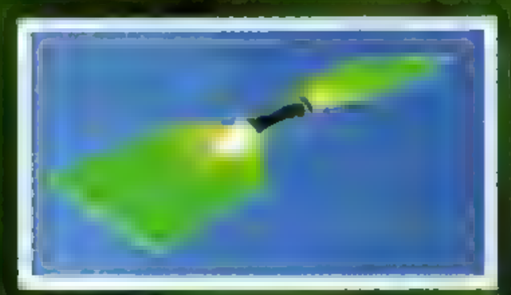


SUPER HOOP

Rotate the right stick to spin the Super Hoop. Move the left stick to swerve into enemy targets. Gain an additional turbo boost, while the glowing hoop protects you and takes out enemies.

SKY FLYER

Rotate the right stick to spin the Sky Flyer and take flight.
At your high point, use the left stick to move around.



REMOTE CONTROL CAR

Press and hold down the right stick to initiate the Remote-Controlled car and drive it with the right stick. The car stops when you release the stick. Steer the car into tight spots too small for you to enter. It can activate buttons and also flatten rowdy monkeys.

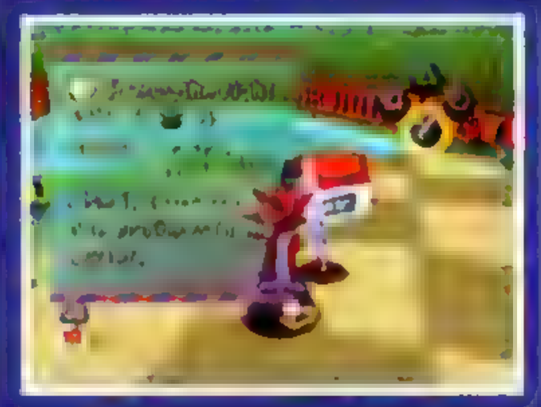
GADGETS RULE!

- You always have the Stun Club and Time Net *(they warped with you from the Time Station).*
- Never trade off your Time Net for another Gadget. It's the only one that actually captures apes. Keep it with you always. *(But you can change its control button.)*
- The Row Boat and the Tank can be used as soon as you find them. These cannot be added to the Gadgets menu.

ZERO TO 60,000,000 IN FIVE SECONDS!

We're talking years here! The Time Station is fast! Too bad it was Specter and his monkey minions who proved it. Specter is hiding somewhere in time, wrecking the past as it was and the future as it never will be. That's a lot of nanoseconds to search. Hope you're up for time traveling! But while you're in the Time Station, I'll give you the tour...

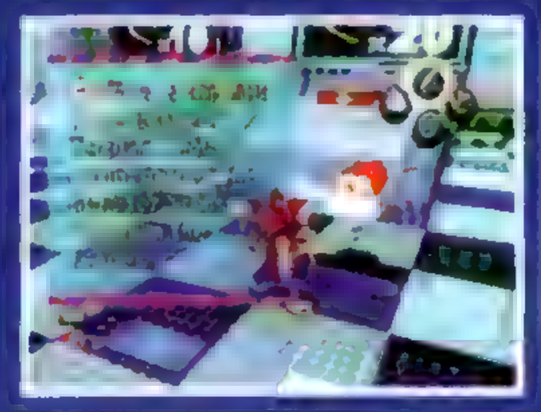
TRAINING ROOM



The Professor's always thinking up new Gadgets for you. Each time he sends one, he'll arrange a practice session in the Training Room. Take your time and get it right before trusting it with our future! The Training Room is always open, so come back whenever you want to bone up on how different Gadgets work.

Note - Only the Gadgets you've already received will be available in the Training Room.

MINI-GAME CORNER

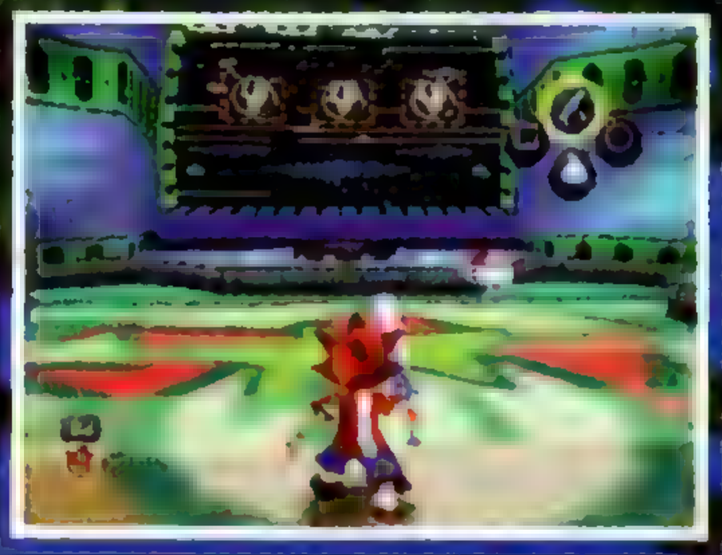


Take a break and play three cool mini-games. Collect the right amount of Specter Coins while monkey hunting, and you're in! You'll see controls for each game when you enter. Once you play a game, it's always available.

SKI KIDZ RACING	10 Coins	Carve the slopes using both analog sticks. Radical!
SPECTER BOXING	20 Coins	Put up your dukes! With both analog sticks, the combinations are wild.
GALAXY MONKEY	40 Coins	Save the galaxy from alien invaders! Both analog sticks bring alive the arcade thrill.

WARP ROOM

Here's where you flash in and out of time. When you're ready, just step up onto the podium, and zap! - you slip into the time continuum. Use the left stick to select a Stage, and press the ✖ or ● Button to warp there. Whenever you clear a Stage, a new one opens up to you. You can always go back to Cleared Stages to take care of unfinished business.



IF YOU CHANGE YOUR MIND, PRESS THE ■ OR ▲ BUTTON TO RETURN TO THE TIME STATION.

You will also be able to load and save games in this room, and manage your Memory Card data. Use the left stick to make selections, and press the START Button to accept. Each screen lists the button controls you'll use to operate its menu.

Save — Save the current game. Try to do this whenever you're in the Time Station, and for sure every time you Complete a level. Insert a Memory Card into slot 1 before Saving your game.

Load — Load a Saved Game. Insert a Memory Card containing previously Saved Games into slot 1 before Loading.

Name — Change the name on any Saved Game. Use the left stick to select characters, and press the ✖ or ● Button to enter them on the name line.

Delete — Remove a saved game from the Memory Card.

Monkey Book — Take a look at the monkey's you've captured.

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